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1   Posters: WAND: a meta-data maintenance system over the internet

Anubhav Bhatia, Saikat Mukherjee, Saugat Mitra, Srinath Srinivasa

May 2005 **Special interest tracks and posters of the 14th international conference on World Wide Web**

Publisher: ACM Press

Full text available: 📄 pdf(57.12 KB)   Additional Information: full citation, abstract, references, index terms

WAND is a meta-data management system that provides a file-system tree for users of an internet based P2P network. The tree is robust and retains its structure even when nodes (peers) enter and leave the network. The robustness is based on a concept of virtual folders that are automatically created to retain paths to lower level folders whenever a node hosting a higher-level folder moves away. Other contributions of the WAND system include its novel approach towards managing root directory infor ...

Keywords: maintenance, meta-data, peer-to-peer, wide-area distributed file system

2   Object lens: a "spreadsheet" for cooperative work

Kum-Yew Lai, Thomas W. Malone, Keh-Chiang Yu

October 1988 **ACM Transactions on Information Systems (TOIS)**, Volume 6 Issue 4

Publisher: ACM Press

Full text available: 📄 pdf(1.78 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Object Lens allows unsophisticated computer users to create their own cooperative work applications using a set of simple, but powerful, building blocks. By defining and modifying templates for various semistructured objects, users can represent information about people, tasks, products, messages, and many other kinds of information in a form that can be processed intelligently by both people and their computers. By collecting these objects in customizable folders, users can create their ow ...

3   Short papers: Rethinking information handling: designing for information offload

Peter Dalsgaard, Eva Eriksson, Lone Koefoed Hansen

August 2005 **Proceedings of the 4th decennial conference on Critical computing: between sense and sensibility CC '05**

Publisher: ACM Press

Full text available: 📄 pdf(259.19 KB)   Additional Information: full citation, abstract, references

This paper introduces information offload as a supplement way of responding to and

designing for information. By presenting iFlush, a design concept aiming at providing the user with a possibility to offload information and then instantly dispose of it, the paper presents an approach towards designing for reflection and also serves as a critique towards information overload. Furthermore, the absence of reflection on the role played by HCI community in the constant augmenting of all spaces is add ...

Keywords: HCI, critical design, information offload, information overload, interaction design

4 Web for data mining: organizing and interpreting the discovered rules using the Web

Yiming Ma, Bing Liu, Ching Kian Wong
June 2000 **ACM SIGKDD Explorations Newsletter**, Volume 2 Issue 1
Publisher: ACM Press
Full text available: pdf(8.41 MB)   Additional Information: full citation, citings, index terms

Keywords: association rules, interestingness, post-processing, rule understanding, the Web

5 Presto: an experimental architecture for fluid interactive document spaces

Paul Dourish, W. Keith Edwards, Anthony LaMarca, Michael Salisbury
June 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 2
Publisher: ACM Press
Full text available: pdf(409.04 KB)   Additional Information: full citation, abstract, references, citings, index terms

Traditional document systems use hierarchical filing structures as the basis for organizing, storing and retrieving documents. However, this structure is very limited in comparison with the rich and varied forms of document interaction and category management in everyday document use. Presto is a prototype document management system providing rich interaction with documents through meaningful, user-level document attributes, such as "Word file," "published paper," &l ...

Keywords: attribute/value systems, direct manipulation, document management

6 The GNOME 2 desktop environment

Russell Dyer
April 2003 **Linux Journal**, Volume 2003 Issue 108
Publisher: Specialized Systems Consultants, Inc.
Full text available: html(16.60 KB)   Additional Information: full citation, abstract, index terms

GNOME 2 offers better-looking fonts and full-keyboard navigation.

7 Semantic-Chunks a middleware for ubiquitous cooperative work

Luís Veiga, Paulo Ferreira
November 2005 **Proceedings of the 4th workshop on Reflective and adaptive middleware systems ARM '05**
Publisher: ACM Press
Full text available: pdf(279.64 KB)   Additional Information: full citation, abstract, references, index terms

To be productive, cooperative work has to be supported efficiently so that users do achieve their goals. This requires solving the well known fundamental problem of replicas consistency.*Update-based* solutions are easy to use transparently with commercial

applications, but consider every modification in a document as a new document update, thus fostering conflicts and hindering concurrency. *Operational-based* solutions promise increased concurrency, by interleaving compatible modific ...

Keywords: consistency, file systems, mobility, office applications, replication

8   The London Travel Demonstrator

Anthony Steed, Emmanuel Frécon, Anneli Avatare, Duncan Pemberton, Gareth Smith
December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**
Publisher: ACM Press

Full text available: pdf(3.02 MB)   Additional Information: full citation, abstract, references, citings, index terms

Travel can be a stressful experience and it is an activity that is difficult to prepare for in advance. Although maps, routes and landmarks can be memorised, travellers do not get much sense of the spatial layout of the destination and can easily get confused when they arrive. There is little doubt that virtual environments techniques can assist in such situations, by, for example, providing walkthroughs of virtual cityscapes to effect route learning.The London Travel Demonstrato ...

Keywords: collaborative virtual environments, large-model support, real-time rendering, travel applications

9   Research session: new applications: Hubble: an advanced dynamic folder technology for XML

Ning Li, Joshua Hui, Hui-I Hsiao, Kevin S. Beyer
August 2005 **Proceedings of the 31st international conference on Very large data bases VLDB '05**
Publisher: VLDB Endowment

Full text available: pdf(422.35 KB)   Additional Information: full citation, abstract, references, index terms

A significant amount of information is stored in computer systems today, but people are struggling to manage their documents such that the information is easily found. XML is a de-facto standard for content publishing and data exchange. The proliferation of XML documents has created new challenges and opportunities for managing document collections. Existing technologies for automatically organizing document collections are either imprecise or based on only simple criteria. Since XML documents a ...

10   Web Behavior Patterns: How knowledge workers use the web

Abigail J. Sellen, Rachel Murphy, Kate L. Shaw
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**
Publisher: ACM Press

Full text available: pdf(425.34 KB)   Additional Information: full citation, abstract, references, citings, index terms

We report on a diary study of how and why knowledge workers use the World Wide Web. By examining in detail a complete two-day set of Web activities from each of 24 people, we construct a framework with which to describe the different tasks knowledge workers undertake. By looking at the characteristics of each type of activity, we can see how certain activities are unsuited to particular kinds of technologies (e.g., mobile devices); how Web tools might be incrementally improved; and how we might ...

Keywords: World Wide Web, appliances, diary study, knowledge workers, mobile

technology, taxonomy

11 The grand unified desktop

Marco Fioretti

April 2003 **Linux Journal**, Volume 2003 Issue 108

Publisher: Specialized Systems Consultants, Inc.

Full text available: html(16.10 KB)   Additional Information: full citation, abstract, index terms

Applications for a variety of toolkits arecoming together in a free best-of-breed desktop. To work togetherseamlessly, though, they need to follow important new standards.

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1 Papers: logical foundations I: Dynamic epistemic logic with assignment
H. P. van Ditmarsch, W. van der Hoek, B. P. Kooi
July 2005 **Proceedings of the fourth international joint conference on Autonomous agents and multiagent systems AAMAS '05**
Publisher: ACM Press
Full text available: 📄 pdf(403.22 KB)   Additional Information: full citation, abstract, references, index terms

We add assignment operators to languages for epistemic actions, so that change of knowledge and change of facts can be combined in specifications of multi-agent system dynamics. We make a distinction between 'public assignment' and 'atomic assignment'. Public assignment means that the entire group of agents is aware of the factual change. This operation combines well with public announcement. We propose semantics for the logic of public announcements and public assignments, and we give a relevan ...

Keywords: agent communication, assignment, dynamic epistemic logic

2 Spectrum sharing under the asynchronous UPCS etiquette: the performance of collocated systems under heavy load
Ivan Vukovic, John McKown
November 1996 **Proceedings of the 2nd annual international conference on Mobile computing and networking**
Publisher: ACM Press
Full text available: 📄 pdf(534.68 KB)   Additional Information: full citation, references, index terms

3 Joint session: Adaptive routing with stale information
Simon Fischer, Berthold Vöcking
July 2005 **Proceedings of the twenty-fourth annual ACM SIGACT-SIGOPS symposium on Principles of distributed computing PODC '05**
Publisher: ACM Press
Full text available: 📄 pdf(175.08 KB)   Additional Information: full citation, abstract, references, index terms

We investigate adaptive routing policies for large networks in which agents reroute traffic based on old information. It is a well known and practically relevant problem that old information can lead to undesirable oscillation effects resulting in poor performance. We investigate how adaptive routing policies should be designed such that these effects can be avoided.The network is represented by a general graph with latency functions on the

edges. Traffic is managed by a large number of agents e ...

Keywords: (evolutionary) game theory, adaptive routing, stale information

4   On the number of crossing-free matchings (cycles, and partitions)

Micha Sharir, Emo Welzl

January 2006 **Proceedings of the seventeenth annual ACM-SIAM symposium on Discrete algorithm SODA '06**

Publisher: ACM Press

Full text available: pdf(289.95 KB)   Additional Information: full citation, abstract, references

We show that a set of n points in the plane has at most $O(10.05^n)$ perfect matchings with crossing-free straight-line embedding. The expected number of perfect crossing-free matchings of a set of n points drawn i.i.d. from an arbitrary distribution in the plane is at most $O(9.24^n)$.Several related bounds are derived: (a) The number of all (not necessarily perfect) crossing-free matchings is at most $O(10.43^n)$. ...

5   Congestion: Mitigating congestion in wireless sensor networks

Bret Hull, Kyle Jamieson, Hari Balakrishnan

November 2004 **Proceedings of the 2nd international conference on Embedded networked sensor systems**

Publisher: ACM Press

Full text available: pdf(532.98 KB)   Additional Information: full citation, abstract, references, index terms

Network congestion occurs when offered traffic load exceeds available capacity at any point in a network. In wireless sensor networks, congestion causes overall channel quality to degrade and loss rates to rise, leads to buffer drops and increased delays (as in wired networks), and tends to be grossly unfair toward nodes whose data has to traverse a larger number of radio hops.

Congestion control in wired networks is usually done using end-to-end and network-layer mechanisms acting in ...

Keywords: congestion control, flow control, network performance, rate limiting, wireless sensor networks

6   Efficient noise-tolerant learning from statistical queries

Michael Kearns

June 1993 **Proceedings of the twenty-fifth annual ACM symposium on Theory of computing**

Publisher: ACM Press

Full text available: pdf(1.50 MB)   Additional Information: full citation, references, citings, index terms

7   Paper session II: applications: A multimedia data base browsing system

Massimiliano Albanese, Carmine Cesarano, Antonio Picariello

June 2004 **Proceedings of the 1st international workshop on Computer vision meets databases CVDB '04**

Publisher: ACM Press

Full text available: pdf(483.79 KB)   Additional Information: full citation, abstract, references, citings

Browsing large multimedia databases is becoming a challenging problem, due to the availability of great amounts of data and the complexity of retrieval. In this paper we propose a system that assists a user in browsing a digital collection making useful

recommendations. The system combines computer vision techniques and taxonomic classifcations to measure the similarity between objects and adopts an innovative strategy to take into account user behavior.

8 Extensions and computational aspects of an iterative method

Raymond A. Marie, Patricia M. Snyder, William J. Stewart

August 1982 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1982 ACM SIGMETRICS conference on Measurement and modeling of computer systems SIGMETRICS '82**, Volume 11 Issue 4

Publisher: ACM Press

Full text available: pdf(545.76 KB)   Additional Information: full citation, abstract, references

The so-called iterative methods are among a class of methods that have recently been applied to obtain approximate solutions to general queueing networks. In this paper it is shown that if the network contains feedback loops, then it is more advantageous to incorporate these loops into the analysis of the station itself rather than into the analysis of the complement of the station. We show how this analysis may be performed for a simple two-phase Coxian server. Additionally, it is shown that ...

9 Optimal processor interconnection topologies

Mamoru Maekawa

May 1981 **Proceedings of the 8th annual symposium on Computer Architecture**

Publisher: IEEE Computer Society Press

Full text available: pdf(606.86 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper proposes the optimal processor interconnection topologies for parallel processing. The topologies are optimal with respect to the performance/cost ratio under the controlled message transfer delay and can be systematically constructed for an arbitrary number of processors. The addition and the deletion of processors are simple and done with the minimum number of bus reconnections. The message transfer delay, as well as the reliability, can be controlled by changing the degree of ...

10 Sensor Networks: A two-tier data dissemination model for large-scale wireless sensor networks

Fan Ye, Haiyun Luo, Jerry Cheng, Songwu Lu, Lixia Zhang

September 2002 **Proceedings of the 8th annual international conference on Mobile computing and networking**

Publisher: ACM Press

Full text available: pdf(396.89 KB)   Additional Information: full citation, abstract, references, citings, index terms

Sink mobility brings new challenges to large-scale sensor networking. It suggests that information about each mobile sink's location be continuously propagated through the sensor field to keep all sensor nodes updated with the direction of forwarding future data reports. Unfortunately frequent location updates from multiple sinks can lead to both excessive drain of sensors' limited battery power supply and increased collisions in wireless transmissions. In this paper we describe *TTDD*, a < ...

Keywords: sensor networks, sink mobility, two-tier model

11 Simplication of symbolic-numerical interval expressions

E. D. Popova, C. P. Ullrich

August 1998 **Proceedings of the 1998 international symposium on Symbolic and algebraic computation**

Publisher: ACM Press

Full text available: pdf(301.15 KB)   Additional Information: full citation, references, index terms

12 Hierarchical algorithms for assessing probabilistic constraints on system performance

G. de Veciana, M. Jacome, J.-H. Guo

May 1998 **Proceedings of the 35th annual conference on Design automation**

Publisher: ACM Press

Full text available: pdf(308.17 KB)   Additional Information: full citation, abstract, references, citings, index

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We propose an algorithm for assessing probabilistic performance constraints for systems including components with uncertain delays. We make a case for designing systems based on a probabilistic relaxation of performance constraints, as this has the potential for resulting in lower silicon area and/or power consumption. We consider a concrete example, an MPEG decoder, for which we discuss modeling and assessment of probabilistic throughput constraints.

Keywords: design methodology, microprocessor, timing, verification

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Publisher: ACM Press

Full text available: pdf(175.08 KB)   Additional Information: full citation, abstract, references, index terms

We investigate adaptive routing policies for large networks in which agents reroute traffic based on old information. It is a well known and practically relevant problem that old information can lead to undesirable oscillation effects resulting in poor performance. We investigate how adaptive routing policies should be designed such that these effects can be avoided.The network is represented by a general graph with latency functions on the edges. Traffic is managed by a large number of agents e ...

Keywords: (evolutionary) game theory, adaptive routing, stale information

4 Papers from Hotnets-II: A case for run-time adaptation in packet processing systems ☐
Ravi Kokku, Taylor L. Riché, Aaron Kunze, Jayaram Mudigonda, Jamie Jason, Harrick M. Vin
January 2004 **ACM SIGCOMM Computer Communication Review**, Volume 34 Issue 1
Publisher: ACM Press
Full text available: pdf(177.92 KB)   Additional Information: full citation, abstract, references

Most packet processing applications receive and process multiple types of packets. Today, the processors available within packet processing systems are allocated to packet types at design time. In this paper, we explore the benefits and challenges of adapting allocations of processors to packet types in packet processing systems. We demonstrate that, for all the applications and traces considered, run-time adaptation can reduce energy consumption by 70--80% and processor provisioning level by 40 ...

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Interoperability of peer-to-peer file sharing protocols

Full text   📄 Pdf (43 KB)

Authors   Siu Man   Department of Information and Systems Management, The Hong Kong University of Science and Technology, Clear
            Lui   Water Bay, Kowloon, Hong Kong SAR, China
            Sai Ho   Department of Information and Systems Management, The Hong Kong University of Science and Technology, Clear
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↑ ABSTRACT

Peer-to-Peer (P2P) file sharing software has brought a hot discussion on P2P file sharing among all businesses. Freenet, Gnutella, and Napster are the three most popular P2P file sharing applications. They use three distinct protocols and these protocols come with different characteristics. In this paper, we discuss the protocols of these P2P file sharing applications, in terms of the methodologies used for peer registry, query and content sharing. In order to maximize the benefit of P2P file sharing application that is to facilitate file sharing among various P2P file sharing applications, we propose a framework to integrate various P2P file sharing protocols using P2P gateway in this paper.

↑ REFERENCES

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1   1. Freenet, http://freenetproject.org/lang/en/.

2   2. Freenet documentation, http://freenet.sourceforge.net/doc/book.html.

3   3. Gnutella, http://www.gnutelliums.com.

4   4. Gnutella Protocol Specification Version 0.4, http://www.clip2.com.

5   5. I. Clarke. (1999). "A distributed decentralized information storage and retrieval system," unpublished report. Division of Informatics, University of Edinburgh, http://www.freenetproject.org.

6   6. Napster Inc., http://www.napster.com.

7   7. "Napster protocol specification," http://opennap. sourceforge.net/napster.txt.

8   8. Postel, J. (1981). Transmission Control Protocol, RFC-793. Network Information Center, SRI International.

9   9. R.Fuekding, J. Gettys, J. Mogul, H. Frystyk, L. Masinter, P. Leach, and T. Berners-Lee. (1999). Hypertext transfer protocol - http/1.1 Technical Report RFC2626, IETF.

10   10. What is peer-to-peer?. Peer-to-Peer working group. http://www.p2pwg.org.

11   11. S. Saroiu, P. Gummadi, and S. Gribbe (2002). "A measurement study of peer-to-peer file sharing systems". *Technical report UW-CSE-01-06002*, University of Washington.

↑ CITINGS

Sai Ho Kwok , Christopher C. Yang, Searching the peer-to-peer networks: the community and their queries, Journal of the American Society for Information Science and Technology, v.55 n.9, p.783-793, July 2004

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  ↳ **D.2** SOFTWARE ENGINEERING
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Additional Classification:
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    ↳ **Subjects:** Intellectual property

↳ **K.5** LEGAL ASPECTS OF COMPUTING

    ↳ **K.5.1** Hardware/Software Protection

       ↳ **Subjects:** Proprietary rights

General Terms:
Legal Aspects, Management, Standardization

Keywords:
Gnutella, Napster, Peer-to-Peer

↑ **Collaborative Colleagues:**

Sai Ho Kwok:	Sally Chan
	Ricky Cheung
	Shuk Ying Ho
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  Susan E. George

- A hierarchical single-key-lock access control using the Chinese remainder theorem
  Proceedings of the 1992 ACM/SIGAPP Symposium on Applied computing
  Kim S. Lee , Huizhu Lu , D. D. Fisher

Interoperability of peer-to-peer file sharing protocols

Full text   📄Pdf (43 KB)

Authors   Siu Man   Department of Information and Systems Management, The Hong Kong University of Science and Technology, Clear
Lui   Water Bay, Kowloon, Hong Kong SAR, China
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21 Peer to peer systems: A reputation system for peer-to-peer networks   ◼
    Minaxi Gupta, Paul Judge, Mostafa Ammar
    June 2003 **Proceedings of the 13th international workshop on Network and operating systems support for digital audio and video**
    Publisher: ACM Press

Full text available: 🔲 pdf(186.94 KB)   Additional Information: full citation, abstract, references, citings, index terms

We investigate the design of a reputation system for decentralized unstructured P2P networks like Gnutella. Having reliable reputation information about peers can form the basis of an incentive system and can guide peers in their decision making (e.g., who to download a file from). The reputation system uses objective criteria to track each peer's contribution in the system and allows peers to store their reputations locally. Reputation are computed using either of the two schemes, *debit-cred ...*

Keywords: P2P networks, reputation system

22 Dynamic services and analysis: Make it fresh, make it quick: searching a network of ◼
    personal webservers
    Mayank Bawa, Roberto J. Bayardo, Sridhar Rajagopalan, Eugene J. Shekita
    May 2003 **Proceedings of the 12th international conference on World Wide Web**
    Publisher: ACM Press

Full text available: 🔲 pdf(500.28 KB)   Additional Information: full citation, abstract, references, citings, index terms

Personal webservers have proven to be a popular means of sharing files and peer collaboration. Unfortunately, the transient availability and rapidly evolving content on such hosts render centralized, crawl-based search indices stale and incomplete. To address this problem, we propose YouSearch, a distributed search application for personal webservers operating within a shared context (e.g., a corporate intranet). With YouSearch, search results are always fast, fresh and complete -- properties we ...

Keywords: P2P, decentralized systems, information communities, intranet search, peer-to-peer networks, web search

23   ◼
    Posters: A bottom-up combinable name service for Peer-to-Peer network

Yuichi Ueno
November 2002 **Companion of the 17th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**
Publisher: ACM Press
Full text available: pdf(219.26 KB)   Additional Information: full citation, abstract, references

We need various higher level services for using Peer-to-Peer(P2P) network effectively and for building useful applications. We introduce a new distributed name service which enables bottom-up combination of local name spaces by complete decentralized control. Our name service provides much benefit for P2P networking and groupware applications.

Keywords: Java, P2P, groupware, name service, peer-to-peer

24 Information access and retrieval (IAR): An architecture for information retrieval over semi-collaborating Peer-to-Peer networks
Iraklis A. Klampanos, Joemon M. Jose
March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**
Publisher: ACM Press
Full text available: pdf(365.46 KB)   Additional Information: full citation, abstract, references, index terms

Peer-to-Peer (P2P) networking is aimed at exploiting the potential of widely distributed information pools and its effortless access and retrieval irrespectively of underlying networking protocols, operating systems of devices. However, prohibiting limitations have been identified and perhaps the most important one is the successful location of relevant information sources and the efficient query routing in large, highly distributed P2P networks. In this paper, a novel, cluster-based architectur ...

25 The future of peer-to-peer computing
Alfred W. Loo
September 2003 **Communications of the ACM**, Volume 46 Issue 9
Publisher: ACM Press
Full text available: pdf(109.91 KB)   Additional Information: full citation, abstract, references, index terms

An economical method for pumping up computing power by tapping into P2P systems using Web server technologies.

26 Special topic section on peer to peer data management: P-Grid: a self-organizing structured P2P system
Karl Aberer, Philippe Cudré-Mauroux, Anwitaman Datta, Zoran Despotovic, Manfred Hauswirth, Magdalena Punceva, Roman Schmidt
September 2003 **ACM SIGMOD Record**, Volume 32 Issue 3
Publisher: ACM Press
Full text available: pdf(63.00 KB)   Additional Information: full citation, references, citings

27 Columns: Surfing the net for software engineering notes
Mark Doernhoefer
July 2001 **ACM SIGSOFT Software Engineering Notes**, Volume 26 Issue 4
Publisher: ACM Press
Full text available: pdf(2.32 MB)   Additional Information: full citation

28 Legally speaking: The Supreme Court revisits the *Sony* safe harbor

Pamela Samuelson
June 2005 **Communications of the ACM**, Volume 48 Issue 6
Publisher: ACM Press
Full text available: pdf(70.01 KB)
html(25.13 KB)   Additional Information: full citation, abstract, index terms

What will the Supreme Court do in *MGM v. Grokster*? How will this decision affect you?

29 Audio: Peer-to-peer internet telephony using SIP
Kundan Singh, Henning Schulzrinne
June 2005 **Proceedings of the international workshop on Network and operating systems support for digital audio and video NOSSDAV '05**
Publisher: ACM Press
Full text available: pdf(93.89 KB)   Additional Information: full citation, abstract, references, index terms

P2P systems inherently have high scalability, robustness and fault tolerance because there is no centralized server and the network self-organizes itself. This is achieved at the cost of higher latency for locating the resources of interest in the P2P overlay network. Internet telephony can be viewed as an application of P2P architecture where the participants form a self-organizing P2P overlay network to locate and communicate with other participants. We propose a pure P2P architecture for the ...

Keywords: SIP, internet telephony, peer-to-peer

30 Peer-to-peer: Making gnutella-like P2P systems scalable
Yatin Chawathe, Sylvia Ratnasamy, Lee Breslau, Nick Lanham, Scott Shenker
August 2003 **Proceedings of the 2003 conference on Applications, technologies, architectures, and protocols for computer communications**
Publisher: ACM Press

Full text available: pdf(181.52 KB)   Additional Information: full citation, abstract, references, citings, index terms

Napster pioneered the idea of peer-to-peer file sharing, and supported it with a centralized file search facility. Subsequent P2P systems like Gnutella adopted decentralized search algorithms. However, Gnutella's notoriously poor scaling led some to propose distributed hash table solutions to the wide-area file search problem. Contrary to that trend, we advocate retaining Gnutella's simplicity while proposing new mechanisms that greatly improve its scalability. Building upon prior research [1, 1 ...

Keywords: Gnutella, distributed hash tables, peer-to-peer

31 Interoperability of peer-to-peer file sharing protocols
Siu Man Lui, Sai Ho Kwok
June 2002 **ACM SIGecom Exchanges**, Volume 3 Issue 3
Publisher: ACM Press

Full text available: pdf(42.71 KB)   Additional Information: full citation, abstract, references, citings, index terms

Peer-to-Peer (P2P) file sharing software has brought a hot discussion on P2P file sharing among all businesses. Freenet, Gnutella, and Napster are the three most popular P2P file sharing applications. They use three distinct protocols and these protocols come with different characteristics. In this paper, we discuss the protocols of these P2P file sharing applications, in terms of the methodologies used for peer registry, query and content sharing. In order to maximize the benefit of P2P file sh ...

Keywords: Gnutella, Napster, Peer-to-Peer

32 Shared memory computing on clusters with symmetric multiprocessors and system area networks

Leonidas Kontothanassis, Robert Stets, Galen Hunt, Umit Rencuzogullari, Gautam Altekar, Sandhya Dwarkadas, Michael L. Scott

August 2005 **ACM Transactions on Computer Systems (TOCS)**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(918.28 KB)   Additional Information: full citation, abstract, references, index terms

Cashmere is a software distributed shared memory (S-DSM) system designed for clusters of server-class machines. It is distinguished from most other S-DSM projects by (1) the effective use of fast user-level messaging, as provided by modern system-area networks, and (2) a "two-level" protocol structure that exploits hardware coherence within multiprocessor nodes. Fast user-level messages change the tradeoffs in coherence protocol design; they allow Cashmere to employ a relatively simp ...

Keywords: Distributed shared memory, relaxed consistency, software coherence

33 Traffic characterization: Characterizing the query behavior in peer-to-peer file sharing systems

Alexander Klemm, Christoph Lindemann, Mary K. Vernon, Oliver P. Waldhorst

October 2004 **Proceedings of the 4th ACM SIGCOMM conference on Internet measurement**

Publisher: ACM Press

Full text available: pdf(525.94 KB)   Additional Information: full citation, abstract, references, index terms

This paper characterizes the query behavior of peers in a peer-to-peer (P2P) file sharing system. In contrast to previous work, which provides various aggregate workload statistics, we characterize peer behavior in a form that can be used for constructing representative synthetic workloads for evaluating new P2P system designs. In particular, the analysis exposes heterogeneous behavior that occurs on different days, in different geographical regions (i. e., Asia, Europe, and North America) or ...

Keywords: overlay networks, peer-to-peer, synthetic workloads, workload characterization

34 Distributed: Improving collection selection with overlap awareness in P2P search engines

Matthias Bender, Sebastian Michel, Peter Triantafillou, Gerhard Weikum, Christian Zimmer

August 2005 **Proceedings of the 28th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '05**

Publisher: ACM Press

Full text available: pdf(247.19 KB)   Additional Information: full citation, abstract, references, index terms

Collection selection has been a research issue for years. Typically, in related work, precomputed statistics are employed in order to estimate the expected result quality of each collection, and subsequently the collections are ranked accordingly. Our thesis is that this simple approach is insufficient for several applications in which the collections typically overlap. This is the case, for example, for the collections built by autonomous peers crawling the web. We argue for the extension of ex ...

Keywords: distributed IR, overlap estimation, peer-to-peer information systems, query routing

35 Networks: Search and replication in unstructured peer-to-peer networks

Qin Lv, Pei Cao, Edith Cohen, Kai Li, Scott Shenker

June 2002 **Proceedings of the 16th international conference on Supercomputing**

Publisher: ACM Press

Full text available: pdf(510.93 KB)   Additional Information: full citation, abstract, references, citings, index terms

Decentralized and unstructured peer-to-peer networks such as Gnutella are attractive for certain applications because they require no centralized directories and no precise control over network topology or data placement. However, the flooding-based query algorithm used in Gnutella does not scale; each query generates a large amount of traffic and large systems quickly become overwhelmed by the query-induced load. This paper explores, through simulation, various alternatives to Gnutella's query ...

Keywords: peer-to-peer, replication, search, unstructured

36 Research articles and surveys: Peer-to-peer management of XML data: issues and research challenges

Georgia Koloniari, Evaggelia Pitoura

June 2005 **ACM SIGMOD Record**, Volume 34 Issue 2

Publisher: ACM Press

Full text available: pdf(301.94 KB)   Additional Information: full citation, abstract, references, index terms

Peer-to-peer (p2p) systems are attracting increasing attention as an efficient means of sharing data among large, diverse and dynamic sets of users. The widespread use of XML as a standard for representing and exchanging data in the Internet suggests using XML for describing data shared in a p2p system. However, sharing XML data imposes new challenges in p2p systems related to supporting advanced querying beyond simple keyword-based retrieval. In this paper, we focus on data management issues fo ...

37 Escrow services and incentives in peer-to-peer networks

Bill Horne, Benny Pinkas, Tomas Sander

October 2001 **Proceedings of the 3rd ACM conference on Electronic Commerce**

Publisher: ACM Press

Full text available: pdf(265.69 KB)   Additional Information: full citation, abstract, references, citings, index terms

Distribution of content, such as music, remains one of the main drivers of P2P development. Subscription-based services are currently receiving a lot of attention from the content industry as a viable business model for P2P content distribution. One of the main problems that such services face is that users may choose to redistribute content outside the community of subscribers, thereby facilitating large-scale piracy. Digital Rights Management (DRM) systems typically employ tamper resistance te ...

38 Service discovery in agent-based pervasive computing environments

Olga Ratsimor, Dipanjan Chakraborty, Anupam Joshi, Timothy Finin, Yelena Yesha

December 2004 **Mobile Networks and Applications**, Volume 9 Issue 6

Publisher: Kluwer Academic Publishers

Full text available: pdf(443.01 KB)   Additional Information: full citation, abstract, references, index terms

Directory based service discovery mechanisms are unsuitable for ad-hoc m-commerce environments. Working towards finding an alternate mechanism, we developed Allia: a peer-to-peer caching based and policy-driven agent-service discovery framework that

facilitates cross-platform service discovery in ad-hoc environments. Our approach achieves a high degree of flexibility in adapting itself to changes in ad-hoc environments and is devoid of common problems associated with structured compound forma ...

Keywords: advertising, agents, caching, device preferences, device profiles, mobile service discovery

39 Modeling epidemic information dissemination on mobile devices with finite buffers

Christoph Lindemann, Oliver P. Waldhorst

June 2005 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2005 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '05**, Volume 33 Issue 1

Publisher: ACM Press

Full text available: pdf(444.93 KB)   Additional Information: full citation, abstract, references, index terms

Epidemic algorithms have recently been proposed as an effective solution for disseminating information in large-scale peer-to-peer (P2P) systems and in mobile ad hoc networks (MANET). In this paper, we present a modeling approach for steady-state analysis of epidemic dissemination of information in MANET. As major contribution, the introduced approach explicitly represents the spread of multiple data items, finite buffer capacity at mobile devices and a least recently used buffer replacement sch ...

Keywords: analytical performance modeling, mobile ad hoc networks, peer-to-peer data sharing, performance-oriented design and evaluation studies of distributed systems

40 Groupware infrastructure: Using speakeasy for ad hoc peer-to-peer collaboration

W. Keith Edwards, Mark W. Newman, Jana Z. Sedivy, Trevor F. Smith, Dirk Balfanz, D. K. Smetters, H. Chi Wong, Shahram Izadi

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Publisher: ACM Press

Full text available: pdf(346.03 KB)   Additional Information: full citation, abstract, references, citings, index terms

Peer-to-peer systems appear promising in terms of their ability to support ad hoc, spontaneous collaboration. However, current peer-to-peer systems suffer from several deficiencies that diminish their ability to support this domain, such as inflexibility in terms of discovery protocols, network usage, and data transports. We have developed the Speakeasy framework, which addresses these issues, and supports these types of applications. We show how Speakeasy addresses the shortcomings of current p ...

Keywords: ad-hoc collaboration, casca, peer-to-peer, speakeasy

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1   Posters: WAND: a meta-data maintenance system over the internet   ▬

Anubhav Bhatia, Saikat Mukherjee, Saugat Mitra, Srinath Srinivasa

May 2005 **Special interest tracks and posters of the 14th international conference on World Wide Web**

Publisher: ACM Press

Full text available: 📄 pdf(57.12 KB)   Additional Information: full citation, abstract, references, index terms

> WAND is a meta-data management system that provides a file-system tree for users of an internet based P2P network. The tree is robust and retains its structure even when nodes (peers) enter and leave the network. The robustness is based on a concept of virtual folders that are automatically created to retain paths to lower level folders whenever a node hosting a higher-level folder moves away. Other contributions of the WAND system include its novel approach towards managing root directory infor ...

> **Keywords:** maintenance, meta-data, peer-to-peer, wide-area distributed file system

2   XML schemas: integration and translation: Intelligent knowledge discovery in peer-to-   ▦
peer file sharing

Yugyung Lee, Changgyu Oh, Eun Kyo Park

November 2002 **Proceedings of the eleventh international conference on Information and knowledge management**

Publisher: ACM Press

Full text available: 📄 pdf(381.17 KB)   Additional Information: full citation, abstract, references, index terms

> Emerging peer-to-peer computing provides new possibilities but also challenges for distributed applications. Despite their significant potential, current peer-to-peer networks lack efficient knowledge discovery and management. This paper addresses this deficiency and proposes the Intelligent File Sharing framework, which provides an effective and flexible query for P2P file sharing. The IFS is based on powerful schema and flexible inference, as well as efficiently integrated and extensible retri ...

> **Keywords:** association rules, encoding, hierarchy, peer-to-peer file sharing, reasoning, retrieval, search

3   Kosha: A Peer-to-Peer Enhancement for the Network File System   ▬

Ali Raza Butt, Troy A. Johnson, Yili Zheng, Y. Charlie Hu

November 2004 **Proceedings of the 2004 ACM/IEEE conference on Supercomputing**
Publisher: IEEE Computer Society
Full text available: pdf(311.17 KB)   Additional Information: full citation, abstract

> This paper presents Kosha, a peer-to-peer (p2p) enhancement for the widely-used
> Network File System (NFS). Kosha harvests redundant storage space on cluster nodes and
> user desktops to provide a reliable, shared file system that acts as a large storage with
> normal NFS semantics. P2p storage systems provide location transparency, mobility
> transparency, load balancing, and file replication - features that are not available in NFS.
> On the other hand, NFS provides hierarchical file organization, dire ...

4 Overlay networks, scalability and internet economics: Monetary incentive with
reputation for virtual market-place based P2P
Krit Wongrujira, Aruna Seneviratne
October 2005 **Proceedings of the 2005 ACM conference on Emerging network
            experiment and technology CoNEXT'05**
Publisher: ACM Press
Full text available: pdf(437.74 KB)   Additional Information: full citation, abstract, references, index terms

> One of the underlying assumptions on the design of peer-to-peer (P2P) network is that
> each peer trusts each other for forwarding transit messages. However, with the growth of
> P2P application, especially in business model, some peers may behave as selfish, irrational
> nodes due to conflict of interest or for conservation bandwidth. In our model, the P2P
> network is considered as a virtual market-place where peers can find, provide, and use
> services. Since peers are owned and operated by different e ...

Keywords: incentive, peer-to-peer, reputation, system design

5 Shared memory computing on clusters with symmetric multiprocessors and system
area networks
Leonidas Kontothanassis, Robert Stets, Galen Hunt, Umit Rencuzogullari, Gautam Altekar,
Sandhya Dwarkadas, Michael L. Scott
August 2005 **ACM Transactions on Computer Systems (TOCS)**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: pdf(918.28 KB)   Additional Information: full citation, abstract, references, index terms

> Cashmere is a software distributed shared memory (S-DSM) system designed for clusters
> of server-class machines. It is distinguished from most other S-DSM projects by (1) the
> effective use of fast user-level messaging, as provided by modern system-area networks,
> and (2) a "two-level" protocol structure that exploits hardware coherence within
> multiprocessor nodes. Fast user-level messages change the tradeoffs in coherence
> protocol design; they allow Cashmere to employ a relatively simp ...

Keywords: Distributed shared memory, relaxed consistency, software coherence

6 Denial-of-service resilience in peer-to-peer file sharing systems
D. Dumitriu, E. Knightly, A. Kuzmanovic, I. Stoica, W. Zwaenepoel
June 2005 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the
          2005 ACM SIGMETRICS international conference on Measurement and
          modeling of computer systems SIGMETRICS '05**, Volume 33 Issue 1
Publisher: ACM Press
Full text available: pdf(245.14 KB)   Additional Information: full citation, abstract, references, citings, index
terms

> Peer-to-peer (p2p) file sharing systems are characterized by highly replicated content

distributed among nodes with enormous aggregate resources for storage and communication. These properties alone are not sufficient, however, to render p2p networks immune to denial-of-service (DoS) attack. In this paper, we study, by means of analytical modeling and simulation, the resilience of p2p file sharing systems against DoS attacks, in which malicious nodes respond to queries with erroneous responses. ...

Keywords: denial of service, file pollution, network-targeted attacks, peer-to-peer

7 Exploiting high-level coherence information to optimize distributed shared state

DeQing Chen, Chunqiang Tang, Brandon Sanders, Sandhya Dwarkadas, Michael L. Scott

June 2003 **ACM SIGPLAN Notices , Proceedings of the ninth ACM SIGPLAN symposium on Principles and practice of parallel programming PPoPP '03**, Volume 38 Issue 10

Publisher: ACM Press

Full text available: pdf(841.96 KB)   Additional Information: full citation, abstract, references, index terms

InterWeave is a distributed middleware system that supports the sharing of strongly typed, pointer-rich data structures across a wide variety of hardware architectures, operating systems, and programming languages. As a complement to RPC/RMI, InterWeave facilitates the rapid development of maintainable code by allowing processes to access shared data using ordinary reads and writes.Internally, InterWeave employs a variety of aggressive optimizations to obtain significant performance improvements ...

8 Special issue on the PAPA 2002 workshop: Probabilistic scalable P2P resource location services

Daniel A. Menascé, Lavanya Kanchanapalli

September 2002 **ACM SIGMETRICS Performance Evaluation Review**, Volume 30 Issue 2

Publisher: ACM Press

Full text available: pdf(908.80 KB)   Additional Information: full citation, abstract, references

Scalable resource discovery services form the core of directory and other middleware services. Scalability requirements preclude centralized solutions. The need to have directory services that are highly robust and that can scale with the number of resources and the performance of individual nodes, points to Peer-to-Peer (P2P) architectures as a promising approach. The resource location problem can be simply stated as "given a resource name, find the location of a node or nodes that manage the r ...

9 IR-6 (information retrieval): digital libraries: The robustness of content-based search in hierarchical peer to peer networks

M. Elena Renda, Jamie Callan

November 2004 **Proceedings of the thirteenth ACM international conference on Information and knowledge management CIKM '04**

Publisher: ACM Press

Full text available: pdf(3.27 MB)   Additional Information: full citation, abstract, references, index terms

Hierarchical <i>peer to peer</i> networks with multiple directory services are an important architecture for large-scale file sharing due to their effectiveness and efficiency. Recent research argues that they are also an effective method of providing large-scale content-based federated search of text-based digital libraries. In both cases the directory services are critical resources that are subject to attack or failure, but the latter architecture may be particularly vulnerable bec ...

Keywords: content-based, hierarchical, peer to peer, retrieval, robustness, search

10 Research articles and surveys: Peer-to-peer management of XML data: issues and

research challenges
Georgia Koloniari, Evaggelia Pitoura
June 2005 **ACM SIGMOD Record**, Volume 34 Issue 2
Publisher: ACM Press
Full text available: pdf(301.94 KB)   Additional Information: full citation, abstract, references, index terms

> Peer-to-peer (p2p) systems are attracting increasing attention as an efficient means of sharing data among large, diverse and dynamic sets of users. The widespread use of XML as a standard for representing and exchanging data in the Internet suggests using XML for describing data shared in a p2p system. However, sharing XML data imposes new challenges in p2p systems related to supporting advanced querying beyond simple keyword-based retrieval. In this paper, we focus on data management issues fo ...

11 Tunable randomization for load management in shared-disk clusters
Changxun Wu, Randal Burns
February 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 1
Publisher: ACM Press
Full text available: pdf(551.85 KB)   Additional Information: full citation, abstract, references, index terms

> We develop and evaluate a system for load management in shared-disk file systems built on clusters of heterogeneous computers. It balances workload by moving file sets among cluster server nodes. It responds to changing server resources that arise from failure and recovery, and dynamically adding or removing servers. It also realizes performance consistency---nearly uniform performance across all servers. The system is adaptive and self-tuning. It operates without any *a priori* knowledge o ...

> **Keywords:** Load management, computer clusters, heterogeneity, shared-disk file systems

12 Service infastructure and network management: MobiDesk: mobile virtual desktop computing
Ricardo A. Baratto, Shaya Potter, Gong Su, Jason Nieh
September 2004 **Proceedings of the 10th annual international conference on Mobile computing and networking**
Publisher: ACM Press
Full text available: pdf(580.39 KB)   Additional Information: full citation, abstract, references, index terms

> We present MobiDesk, a mobile virtual desktop computing hosting infrastructure that leverages continued improvements in network speed, cost, and ubiquity to address the complexity, cost, and mobility limitations of today's personal computing infrastructure. MobiDesk transparently virtualizes a user's computing session by abstracting underlying system resources in three key areas: display, operating system, and network. It provides a thin virtualization layer that decouples a user's computing ses ...

> **Keywords:** computer utility, network mobility, on-demand computing, process migration, thin-client computing, virtualization

13 Applications: YouServ: a web-hosting and content sharing tool for the masses
Roberto J. Bayardo Jr., Rakesh Agrawal, Daniel Gruhl, Amit Somani
May 2002 **Proceedings of the 11th international conference on World Wide Web**
Publisher: ACM Press
Full text available: pdf(238.48 KB)   Additional Information: full citation, abstract, references, citings, index terms

> YouServ is a system that allows its users to pool existing desktop computing resources for

high availability web hosting and file sharing. By exploiting standard web and internet protocols (e.g. HTTP and DNS), YouServ does not require those who access YouServ-published content to install special purpose software. Because it requires minimal server-side resources and administration, YouServ can be provided at a very low cost. We describe the design, implementation, and a successful intrane ...

Keywords: decentralized systems, p2p, peer-to-peer networks, web hosting

14 Systems 3: searching and streaming: PRISM: indexing multi-dimensional data in P2P networks using reference vectors

O. D. Sahin, A. Gulbeden, F. Emekci, D. Agrawal, A. El Abbadi
November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**
Publisher: ACM Press
Full text available: pdf(296.73 KB)　Additional Information: full citation, abstract, references, index terms

Peer-to-peer (P2P) systems research has gained considerable attention recently with the increasing popularity of file sharing applications. Since these applications are used for sharing huge amounts of data, it is very important to efficiently locate the data of interest in such systems. However, these systems usually do not provide efficient search techniques. Existing systems offer only keyword search functionality through a centralized index or by query flooding. In this paper, we propose a s ...

Keywords: peer-to-peer systems, reference vectors, similarity search

15 A survey of peer-to-peer content distribution technologies

Stephanos Androutsellis-Theotokis, Diomidis Spinellis
December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4
Publisher: ACM Press
Full text available: pdf(517.77 KB)　Additional Information: full citation, abstract, references, index terms

Distributed computer architectures labeled "peer-to-peer" are designed for the sharing of computer resources (content, storage, CPU cycles) by direct exchange, rather than requiring the intermediation or support of a centralized server or authority. Peer-to-peer architectures are characterized by their ability to adapt to failures and accommodate transient populations of nodes while maintaining acceptable connectivity and performance.Content distribution is an important peer-to-peer application ...

Keywords: Content distribution, DHT, DOLR, grid computing, p2p, peer-to-peer

16 A churn-resistant peer-to-peer web caching system

Prakash Linga, Indranil Gupta, Ken Birman
October 2003 **Proceedings of the 2003 ACM workshop on Survivable and self-regenerative systems: in association with 10th ACM Conference on Computer and Communications Security**
Publisher: ACM Press
Full text available: pdf(1.07 MB)　　Additional Information: full citation, abstract, references

Denial of service attacks on peer-to-peer (p2p) systems can arise from sources otherwise considered non-malicious. We focus on one such commonly prevalent source, called "churn". Churn arises from continued and rapid arrival and failure (or departure) of a large number of participants in the system, and traces from deployments have shown that it can lead to extremely stressful networking conditions. It has the potential to increase host loads and block a large fraction of normal insert and lo ...

17 Columns: Surfing the net for software engineering notes

Mark Doernhoefer

July 2001 **ACM SIGSOFT Software Engineering Notes**, Volume 26 Issue 4

Publisher: ACM Press

Full text available: pdf(2.32 MB)   Additional Information: full citation

18 Paper session 2: peer-to-peer search systems: One torus to rule them all: multi-dimensional queries in P2P systems

Prasanna Ganesan, Beverly Yang, Hector Garcia-Molina

June 2004 **Proceedings of the 7th International Workshop on the Web and Databases: colocated with ACM SIGMOD/PODS 2004 WebDB '04**

Publisher: ACM Press

Full text available: pdf(208.01 KB)   Additional Information: full citation, abstract, references

Peer-to-peer systems enable access to data spread over an extremely large number of machines. Most P2P systems support only simple lookup queries. However, many new applications, such as P2P photo sharing and massively multi-player games, would benefit greatly from support for multidimensional range queries. We show how such queries may be supported in a P2P system by adapting traditional spatial-database technologies with novel P2P routing networks and load-balancing algorithms. We show how to ...

19 Groupware infrastructure: Using speakeasy for ad hoc peer-to-peer collaboration

W. Keith Edwards, Mark W. Newman, Jana Z. Sedivy, Trevor F. Smith, Dirk Balfanz, D. K. Smetters, H. Chi Wong, Shahram Izadi

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Publisher: ACM Press

Full text available: pdf(346.03 KB)   Additional Information: full citation, abstract, references, citings, index terms

Peer-to-peer systems appear promising in terms of their ability to support ad hoc, spontaneous collaboration. However, current peer-to-peer systems suffer from several deficiencies that diminish their ability to support this domain, such as inflexibility in terms of discovery protocols, network usage, and data transports. We have developed the Speakeasy framework, which addresses these issues, and supports these types of applications. We show how Speakeasy addresses the shortcomings of current p ...

Keywords: ad-hoc collaboration, casca, peer-to-peer, speakeasy

20 Location tracking: A secure P2P architecture for location management

Kaouthar Sethom, Khaled Masmoudi, Hossam Afifi

May 2005 **Proceedings of the 6th international conference on Mobile data management MEM '05**

Publisher: ACM Press

Full text available: pdf(141.71 KB)   Additional Information: full citation, abstract, references, index terms

Networking and computing have become so tied and have naturally integrated our daily life and are evolving to a ubiquitous and transparent interaction between users and information. Distributed and collaborative architectures particularly P2P solutions, proved to be the most efficient way to meet the requirements of pervasive computing. However, many security and mobility issues have to be considered. In this paper, we propose a secure architecture for location management in mobile environments. ...

Keywords: P2P, location management, pervasive computing, security

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